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L3	58	703/6.ccls. and @pd>"20070401"	US-PGPUB; USPAT; EPO; DERWENT	OR	ON	2007/08/01 17:44
L4	64	345/473.ccls. and @pd>"20070401"	US-PGPUB; USPAT; EPO; DERWENT	OR	ON	2007/08/01 17:47
L5	33	animation same (smoke or gas or fluid or fog) and @pd>"20070401"	US-PGPUB; USPAT; EPO; DERWENT	OR	ON	2007/08/01 17:49
L7	10	simulation same (smoke or gas or fluid or fog) and advect\$4 and @pd>"20070401"	US-PGPUB; USPAT; EPO; DERWENT	OR	ON	2007/08/01 17:50


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advect animation 2D 3D

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N Max, R Crawfis, C Grant - Visualization, 1994., Visualization'94, Proceedings., IEEE ..., 1994 - [ieeexplore.ieee.org](#)

... We continue to **advect** the parti- cle until it ... 6.. In conclusion, the uniformly spaced, **animated** parti- cle ... an effective means of visualizing a 2D vector field ...

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Hardware-Accelerated Visualization of Time-Varying 2D and 3D Vector Fields by Texture Advection via ... - all 8 versions »

D Weiskopf, M Hopf, T Ertl - Proc. VMV, 2001 - [cs.sfu.ca](#)

Page 1. Hardware-Accelerated Visualization of Time-Varying 2D and 3D Vector Fields by Texture Advection via Programmable Per-Pixel Operations ...

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Flow visualization using moving textures - all 5 versions »

N Max, B Becker - Proceedings of the ICASW/LaRC Symposium on Visualizing Time- ..., 1995 - [lnl.gov](#)

... We present a method for visualizing 2D and 3D flows by ... table **animation** of [1] was an example of this technique ... More recently, van Wijk [2] has proposed **advect-** ...

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Advecting Procedural Textures for 2D Flow Animation - all 5 versions »

D Kao, A Pang - Computer Graphics and Applications, 2001. Proceedings. Ninth ..., 2001 - [doi.ieeecomputersociety.org](#)

Advecting Procedural Textures for 2D Flow Animation ... procedural textures for visualizing steady state 2D flow fields ... We use the flow field to **advect** and animate ...

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book Visualizing vector fields using line integral convolution and dye advection - all 8 versions »

HW Shen, CR Johnson, KL Ma - 1996 - IEEE Press Piscataway, NJ, USA

... dyes" of various colors into the 2D/3D LIC flow ... that the concentration of the dye can **advect** along the ... to create flow motion in the **animation** sequence, we ...

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Visualizing 3D flow - all 5 versions »

V Interrante, C Grosch - Computer Graphics and Applications, IEEE, 1998 - [ieeexplore.ieee.org](#)

... of distributed points 4 —taking care to **advect** the "empty ... shaped filter kernel and a sparse 2D input tex ... Computer Animation 97, IEEE CS Press, Los Alamitos ...

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Hardware-accelerated texture advection for unsteady flow visualization - all 7 versions »

B Jobard, G Erlebacher, MY Hussaini - Proceedings of the conference on Visualization'00, 2000 - [portal.acm.org](#)

... The basic idea is to **advect** a texture along the ... in a single frame, they are visualized


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advect animation

1950

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All Results[J Stam](#)[R Fedkiw](#)[L Forssell](#)[H Jensen](#)[H Shen](#)

[... convolution for flow visualization: curvilinear grids, variable-speed animation, and unsteady flows - all 8 versions »](#)

LK Forssell, SD Cohen - IEEE Transactions on Visualization and Computer Graphics, 1995 - doi.ieeecs.org

... and Max, Crawfis, and Williams [17] have implemented systems which **advect** clouds, smoke ... In the original work on LIC, a technique for **animation** of vector field ...

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[Stable fluids - all 43 versions »](#)

J Stam - Proceedings of the 26th annual conference on Computer ..., 1999 - portal.acm.org

... flow. To further increase the complexity of our **animations** we **advect** texture co-ordinates along with the density [13]. In this ...

[Cited by 388](#) - [Related Articles](#) - [Web Search](#)

[Volcanic smoke animation using cml - all 3 versions »](#)

R Mizuno, Y Dobashi, T Nishita - Proc. of International Computer Symposium 2002, 2002 - nis-lab.is.su-tokyo.ac.jp

... and cannot be applied to the volcanic smoke **animation** directly. ... by iterating the following sequential processes: Add force → **Advect** → Project → Decrease. ...

[Cited by 3](#) - [Related Articles](#) - [View as HTML](#) - [Web Search](#)

[Computational fluid dynamics in a traditional animation environment - all 4 versions »](#)

P Witting - Proceedings of the 26th annual conference on Computer ..., 1999 - portal.acm.org

... buoyancy terms, or can come from other sources, such as images and **animations**. ... additional equations, for things such as passive scalars which **advect** with the ...

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[Advecting Procedural Textures for 2D Flow Animation - all 5 versions »](#)

D Kao, A Pang - Computer Graphics and Applications, 2001. Proceedings. Ninth ..., 2001 - doi.ieeecomputersociety.org

... be the total number of time steps in the **animation**, then for each time step \emptyset , where $\frac{1}{4} \emptyset$, **advect** every pixel backward from time \emptyset to $\emptyset \frac{1}{4}$ and save the ...

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[Method of producing fluid-like animations using a rapid and stable solver for the Navier-Stokes ... - all 3 versions »](#)

J Stam, D Brinsmead... - US Patent 6,266,071, 2001 - Google Patents

... as the simulation continues, the new values are provided to the Tenderer module for production of successive **animation** frames (step ... **advect** diffus = $\Delta t \nabla^2 (x)$...

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[Simulation and Animation of Fire and Other Natural Phenomena in the Visual Effects Industry - all 5 versions »](#)

D Nguyen, D Enright, R Fedkiw - Western States Section, Combustion Institute, Fall Meeting, ..., 2003 - graphics.stanford.edu

... Page 13. Simulation and **Animation** of Fire 13 Fig. 9. A flammable ball passes through